FINAL FANTASY® X-2

SQUARE ENIX®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 console always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age Rating System

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION GAMBLING

For further information visit **http://www.pegi.info**

SLES-51815

1 Player • Memory Card (8MB) (for PlayStation®2) : 221KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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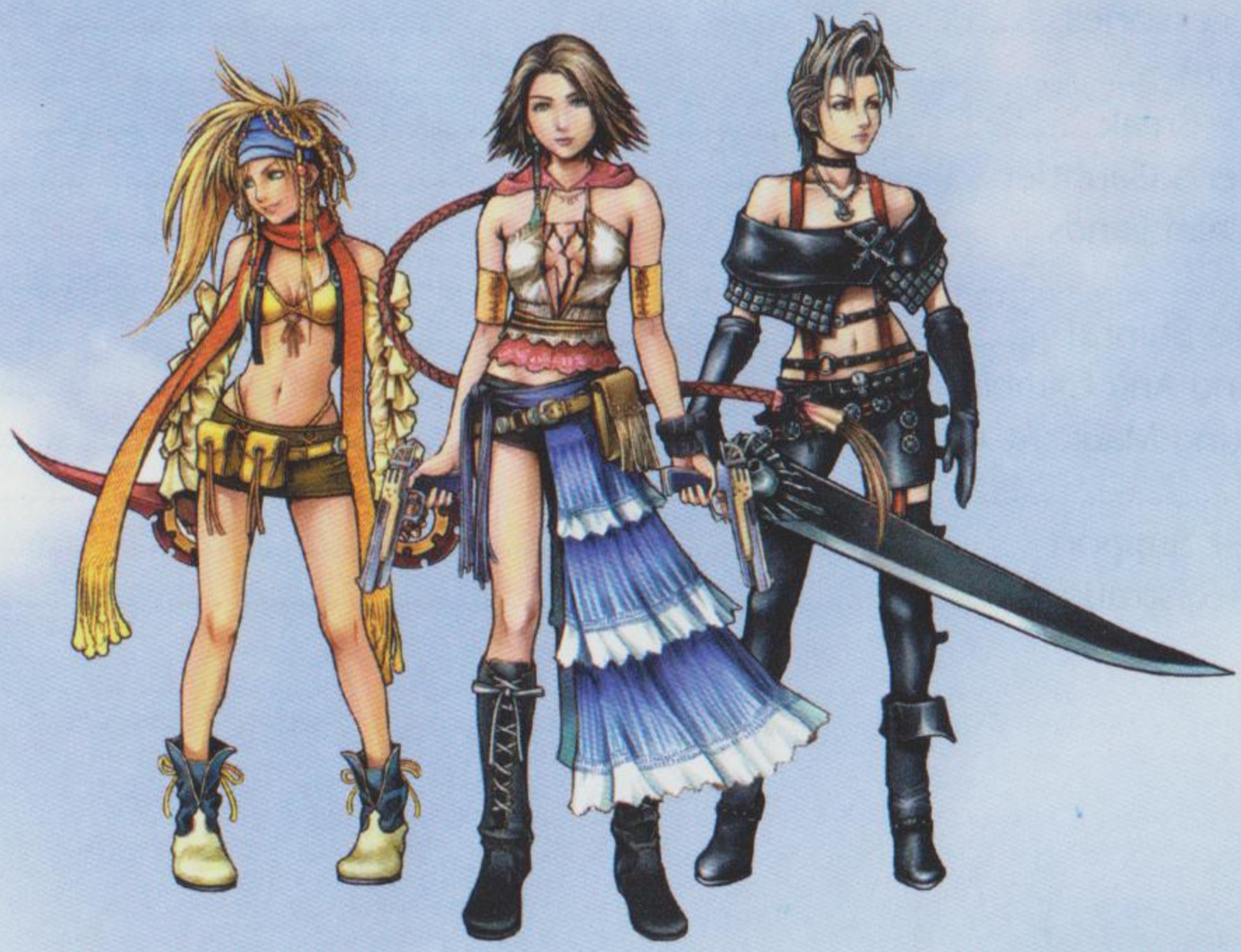
Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *FINAL FANTASY*® *X-2* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

- To save/load game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 computer entertainment system. Each save file for *FINAL FANTASY*® *X-2* uses at least 221KB of space on a memory card (8MB) (for PlayStation®2). One memory card (8MB) (for PlayStation®2) can hold up to thirty-six *FINAL FANTASY*® *X-2* save files.



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Start Menu

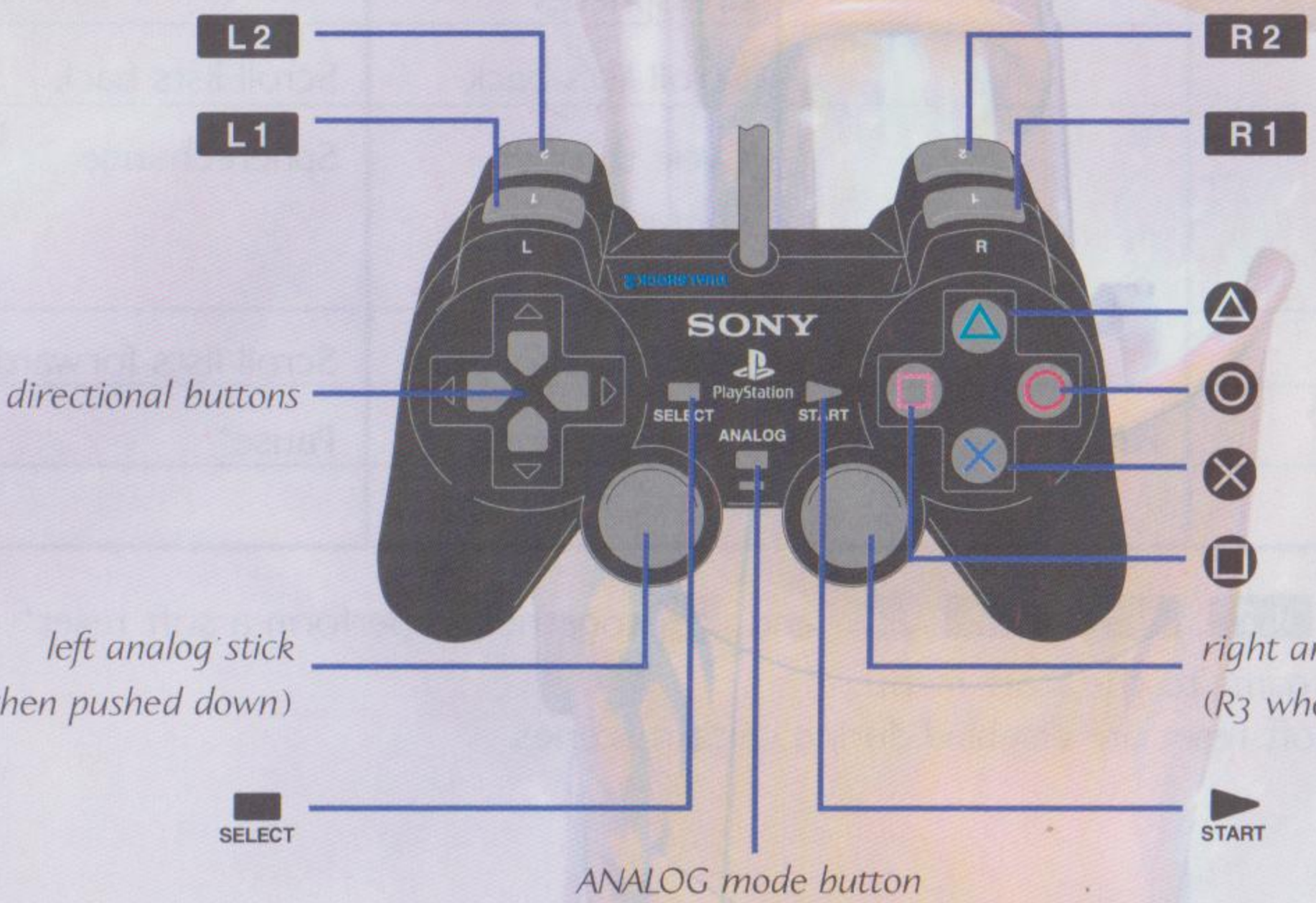
The start menu shown on the right will appear after the opening demo or when START is pressed. To play the game from the beginning, select New Game. To continue a saved game, select Load.

New Game Plus

If you have already completed the game once and have saved your progress, you can select New Game Plus. Selecting this allows you to start the game with all of the dresspheres, items and abilities acquired during your first time through the adventure. Take another shot at the missions you couldn't complete and find the story events you missed!

Basic Controls

Analog Controller (DUALSHOCK®2)



The analog controller (DUALSHOCK®2) in *FINAL FANTASY® X-2* will always be in analog mode, enabling use of the left analog stick. The analog mode button and red LED light are always set to ON. The vibration mode of your analog controller (DUALSHOCK®2) can be turned on and off in the Config section of the Main Menu.

Note: *FINAL FANTASY® X-2* may be incompatible with controllers other than the analog controller (DUALSHOCK®2). Only controller port 1 can be used.

There are three control modes in *FINAL FANTASY*® *X-2*:

	Field Screen	Menu Screens	Battle Screen
directional buttons	Move character	Move cursor	Move cursor/ Select Target
left analog stick	Move character	Move cursor	Move cursor/ Select Target
○	In certain locations, holding this down allows Yuna to climb or jump	Cancel/Return to field screen	Cancel
✕	Talk/Examine/ Confirm	Confirm	Confirm
△	Display Menu		Switch to next active character
L1		Cycle through characters or dresspheres	Spherechange
L2		Scroll lists back	Scroll lists back
R1		Cycle through characters or dresspheres	Spherechange
R2		Scroll lists forward	Scroll lists forward
START	Pause*		Pause*
SELECT			

Press L1, L2, R1, R2, START and SELECT together to perform a soft reset*, returning the game to the start menu.

* Pause and soft reset are disabled during certain scenes.

Story

FINAL FANTASY® X

Spira. Once upon a time it was a world of prosperity, sustained by an advanced civilisation based on the use of machina.

Then, one thousand years ago, Sin came. This immortal menace brought perennial destruction to the land and slowed the advance to civilisation. The teachings of Yevon offered solace to Spira's terrified people, but also forbade the use of machina. Still, most people were willing to sacrifice progress for a sense of security, and civilisation eventually came to a standstill.

Summoners emerged as Spira's only hope. They alone were able to stop Sin – if only for a little while.

On the day she becomes a summoner, Yuna, a girl of seventeen, meets *him*. The young man claims to have come from Zanarkand, though that city was supposedly destroyed a thousand years earlier.

Hearing his claim, Yuna knows this is no chance encounter. Her father, Braska, was a summoner before her. Jecht, a man who served as his guardian, also claimed to have come from Zanarkand.

The next day, Yuna and her own guardians – Kimahri, Wakka and Lulu – set out on a journey to defeat Sin.

He comes along, too, and before long he becomes one of Yuna's guardians. Others join them: a man named Auron who guarded Braska and an Al Bhed girl named Rikku. The pilgrimage continues.

Yuna and her entourage witness much. Operation Mi'ihen is launched in an attempt to stop Sin with machina, but it fails. Seymour Guado, a maester of Yevon, reveals machinations of his own. Finally, Yuna and company arrive at their destination, the sacred ruins of Zanarkand. It is here that they were to learn the one and only way to defeat Sin: the Final Summoning.

But Yuna learns something entirely different. Sin cannot be truly destroyed using the Final Summoning. Not now, not ever.

Rikku's father, Cid, takes Yuna and her friends aboard his airship. They begin a new journey, this time in search of another way to destroy Sin. After uncovering the truths and fallacies behind Sin and the teachings of Yevon, they finally succeed in vanquishing Sin.

However, that victory means *he* will vanish.

A heavy price is paid, but Spira finds peace and freedom from the terror of Sin at last.

Filled with the many memories of her journey, Yuna speaks to the people of Spira:

> *"The people and the friends we have lost,*
> *or the dreams that have faded...*
> *Never forget them."*

Eternal Calm

FINAL FANTASY® X-2: Prologue

Two years have passed since Sin was destroyed.
Since defeating Sin and becoming high summoner, Yuna has lived on her childhood home of Besaid Island, and the predictable days pass by one after another.
Isn't this the simple happiness that she always wanted? Still, Yuna senses something is missing...
Then, one day, her former guardian Rikku comes to Besaid and shows Yuna a movie sphere. The recording is of *him*. Or is it? Yuna can't tell whether it's him or just someone who looks like him.
"*Let's go look for more clues!*" Rikku suggests.
If it is him, Yuna might be able to see him one more time. If not, Yuna will probably never see him again.
No matter what the truth may be, the answers she finds may change things forever.
Yuna begins another journey.
The story continues in *FINAL FANTASY® X-2*.

Audio Setup

The Dolby® Digital Surround EX™ and Dolby® Surround Pro Logic® II soundtracks can only be played back by using "**movie spheres**" in the Theatre in **Luca**.

Dolby® Digital Surround EX™

When selected, the Dolby Digital Surround EX soundtrack will output from the DIGITAL OUT (OPTICAL) connector of the PlayStation®2. Please connect the DIGITAL OUT (OPTICAL) connector to the DIGITAL INPUT (OPTICAL) of an audio system with Dolby Digital decoding to play back in 5.1 ch. If your audio system features Dolby Digital EX decoding and has a rear centre speaker, the soundtrack may be played back in 6.1 ch.

Stereo (Dolby® Surround Pro Logic® II)

When selected, the Stereo (Dolby Surround Pro Logic II) soundtrack will output from both the DIGITAL OUT (OPTICAL) connector and the AV MULTI OUT (ANALOG) connector of the PlayStation®2. The soundtrack may be played back in 5 ch surround sound on an audio system that features Dolby Pro Logic II decoding, and in 4 ch surround sound on an audio system that features Dolby Pro Logic decoding. The soundtrack may also be played back in 2 ch stereo.

Monaural

If necessary, please refer to the instruction manual that came with your audio system. You can use the Config section of the Main Menu to switch between stereo and monaural sound output.

Characters

Yuna

Age 19. Default Dressphere: Gunner

After defeating Sin, Yuna returned to her home on Besaid. The days passed without incident, but still she sensed something missing in her quiet existence. A movie sphere that Rikku showed her gave her a reason to journey once more.For now, life as a sphere hunter affords Yuna the chance to live on the wild side. Old habits die hard, though. Yuna still can't walk away from people in need.

Rikku

Age 17. Default Dressphere: Thief

In the two years since she helped Yuna defeat Sin, Rikku has travelled with other Al Bhed around Spira, teaching people all there is to know about machina. During the so-called "search for truth" that overtook Spira after Sin's defeat, a group of Al Bhed joined the ranks of sphere hunters. With their airship, the Celsius, as a base, Rikku, Buddy and Brother founded the Gullwings. Rikku invited Yuna to join the Gullwings and they have been travelling together ever since. As always, Rikku's endless supply of energy keeps the team on their toes.

Paine

Age 18. Default Dressphere: Warrior

Paine is armed with a one-handed sword and a lukewarm attitude. It seems she joined the Gullwings because of something that happened in her past. However, none of the Gullwings know exactly what that might be. The often ridiculous antics of the Gullwings tend to prompt sarcastic remarks from Paine, but the others don't seem to worry about it much.

Nooj

Age 21

The "meyvn", or leader, of the Youth League. He is a former Crusader who, repulsed by the actions of New Yevon, founded the Youth League. He lost his left arm and leg in battle with Sin. Because of the large number of hot-blooded youths in the Youth League, they have a tendency to start trouble.

Baralai

Age 20

The praetor of New Yevon. As their newly elected official, he is deeply respected by the other party members. New Yevon takes a conservative approach, their motto being "One thing at a time". Even so, their furtive habits, including sphere theft, have earned them a general lack of trust.

Gippal

Age 18

Leader of the Al Bhed Machine Faction. Based in Djose Temple, the group digs up old machina and researches the development of machina weapons.

The Leblanc Syndicate

(From left: Logos, Leblanc, Ormi)

A group of sphere hunters who stand as rivals to the Gullwings. They make frequent appearances throughout the story. The Syndicate's organisational skills are said to be unrivalled in Spira.

The Gullwings

(From left: Buddy, Brother, Shinra)

Yuna's sphere-hunting friends.

Game Progress

Field Screen

Guide Map
The guide map can be turned on and off in the Config section of the Main Menu. Depending on the area, the map may be displayed in different positions on screen or not displayed at all.

Player's character

Save Sphere
Approaching one of these and pressing ⊗ will completely restore your HP and MP. Use these spheres to return to the airship and save your game.

The Mission Select Screen

Yuna and the rest of the Gullwings travel Spira aboard their airship, the Celsius. The Mission Select screen lets you choose where they'll go next. Unless there's something really important going down, you're free to travel wherever you please. There is a variety of missions for each location; the missions themselves can change depending on when you go to a given location.

Once you've accepted a mission, your actions affect how the story will unfold. There are countless decisions to be made in the course of the game, and each one helps determine the path your story will take. You can usually access the Mission Select screen by talking to Buddy, but at certain critical points, the Mission Select screen will appear automatically. Pressing ○ allows you to return to the bridge of the Celsius. However, there are times in the game when you cannot exit without selecting a mission.

Hotspots

As you select missions and advance through the game, the word "Hotspot" will appear beside locations with new missions and events. Your choice of missions changes the flow of the game, letting you take the story where you want it to go. A meter like the one below appears at the bottom of the Mission Select screen. The number of star signs indicates the strength of fiends found at the location selected. The more stars shown, the stronger the fiends.

'EASY ★★★☆☆ HARD'

Main Menu

Press △ on the field screen to open the Main Menu. There, you can use items and equip your party for battle.

1	Items	Use and sort items. View any key items found.
2	White Magic	Use White Magic spells to restore HP and cure status ailments. Only appears after you've found the White Mage dressphere.
3	Equip	Change a character's Garment Grid, dressphere or accessories. **Garment Grids** – Each character can equip one Garment Grid at a time. Multiple characters can equip the same Garment Grid simultaneously. **Dresspheres** – Select one of the dresspheres placed on the currently equipped Garment Grid. **Accessories** – Each character can equip up to two accessories. Some accessories allow a character to use abilities from dresspheres besides the one currently equipped.
4	Garment Grids	Place and arrange dresspheres on a Garment Grid.
5	Abilities	View a character's progress in learning the abilities of each dressphere and select the next ability to be learned.
6	Accessories	View and sort accessories.
7	Dresspheres	View the party's dresspheres.
8	Config	Configure gameplay and system settings.

Battle System

Battle Screen

Help Window

Command Window

Status Window

Command Window

The Main Commands window displays a character's available commands. When a character has more than four commands, the window will scroll to display additional commands. Pressing directional button ➡ brings up the Subcommands window and the Escape command. Pressing **L1** accesses the Garment Grid so that you can make a spherechange. Refer to the section on spherechanges for more information.

Help Window

The help window contains a brief description of the currently selected command, item, etc. The battle help window can be toggled on and off in the Config section of the Main Menu.

Status Window

Active Time Battle (ATB) Gauge

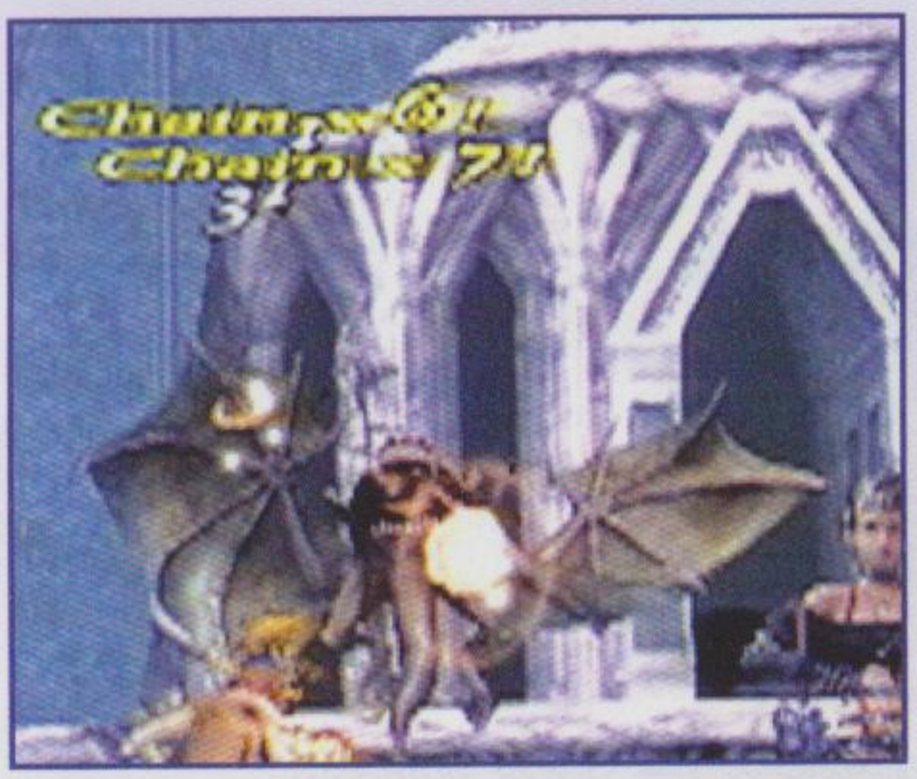
When green, the ATB gauge displays "charge time"

Once this gauge is full, a character is ready to accept her next command. This gauge may not always appear, depending on the command previously executed.

When purple, the ATB gauge displays "wait time"

Using items and certain abilities requires a wait time before the command is executed. The length of the gauge varies depending on the command selected. The shorter the gauge, the sooner the command will be executed. When attempting to "chain" attacks together, special attention should be given to the wait time a command will require. Some commands are "no-wait" commands which, as their name implies, require no wait time before being executed.

Chain Attacks



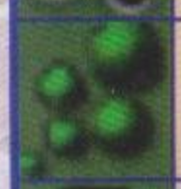
When two or more successful attacks immediately follow each other, the word "Chain" appears. Successive attacks in the same Chain cause increasing damage. The more Chains you complete, the greater the additional damage.

Spherechanges

Characters can use the Garment Grid during battle (press L1) to change dresspheres. This transformation is called a spherechange. Characters can only spherechange to dresspheres placed on their currently equipped Garment Grid. Dresspheres that aren't connected by paths on the Garment Grid can't be selected for spherechanges, so arrange dresspheres with care. Also be aware that when the ATB mode is set to Active, battle doesn't pause while you select dresspheres for spherechange, so enemies will continue to attack. You can toggle the ATB mode between Active and Wait in the Config section of the Main Menu. Each character has a special dressphere which can only be used by filling a Garment Grid with dresspheres and spherechanging to all dresspheres on the Garment Grid. Of course, you have to find these special dresspheres before you can use them.

Status Ailments

During battle, characters are sometimes afflicted with status ailments. There are beneficial status effects as well. The chart below covers negative status ailments and effective ways to recover from them.

Icon	Ailment	Symptoms	Treatment
	KO*	Cannot participate in battle	Life, Full-Life, Phoenix Down
	Petrification*	Cannot participate in battle	Esuna, Soft, Remedy
	Sleep	Cannot participate in battle	Esuna, Remedy, being physically struck
	Silence*	Cannot cast spells or sing	Esuna, Echo Screen, Remedy
	Darkness*	Reduced accuracy of physical attacks	Esuna, Eye Drops, Remedy
	Poison*	Suffers damage at set intervals	Esuna, Antidote, Remedy
	Confusion	Actions are unpredictable and uncontrollable	Esuna, Remedy, being physically struck
	Berserk	Increased Strength, but attacks enemies impulsively and uncontrollably	Esuna, Remedy
	Curse	Cannot spherechange	Esuna, Holy Water, Remedy
	Itchy	Cannot use any command except spherechange	Esuna, Holy Water, Remedy
	Doom	KO'd when countdown reaches zero	None
	Slow	ATB gauge takes longer to fill	Esuna, Remedy
	Stop	ATB gauge stops	Esuna, Remedy
	Pointless*	No AP is earned during battle and no EXP is earned after battle	Esuna, Holy Water

*These status ailments persist even after battle.

In addition to the above treatments, touching a Save Sphere will cure all status ailments and fully restore HP and MP.

Game Over

The game will end if all party members are KO'd (HP is reduced to 0) or petrified. Play must be resumed from a save file.

Dresspheres

In this instalment of FINAL FANTASY, a character's attributes change depending on the dressphere she has equipped. Dresspheres are a special type of sphere that can be found on the party's journey through Spira. Dresspheres also determine the abilities available to a character in combat. Plan ahead to ensure that characters will have the right abilities ready when they're needed.

Main Dresspheres

Gunner: Yuna's default dressphere

Use a gun to fire on enemies from afar. Strike your foes repeatedly with the rapid-fire Trigger Happy or attack with the no-wait Gunplay abilities.

Thief: Rikku's default dressphere

Steal just about anything from your enemies. Although it offers little in the way of Strength or Magic, it's the fastest of the dresspheres, getting in two hits on an enemy with just one attack.

Warrior: Paine's default dressphere

Use a sword to slash through your foes. This dressphere excels in Strength and Defence, but its Magic and Magic Defence are weak. It allows access to Swordplay abilities such as Armour Break, which lowers an enemy's Defence.

Songstress

Use the Dance ability to sustain various effects for the duration of the dance and Sing to raise the party's attributes for the remainder of a battle. Sing is especially useful in long battles.

White Mage

Heal and aid party members with White Magic. HP is low, but Magic Defence is extremely high.

Black Mage

Attack enemies with Black Magic. You can target all enemies in a battle with Black Magic, but doing so halves the damage inflicted on each one.

Abilities

The abilities a character can use vary with the dressphere she has equipped. There are two types of ability: command abilities and auto-abilities. Command abilities are displayed in the command window during battle and must be selected to have an effect. Command abilities are not limited to those available when a character first equips a dressphere. As a character earns Ability Points (AP), new abilities become available for use.

Auto-abilities are designated with the icon to the right and automatically take effect during battle.

Learning Abilities

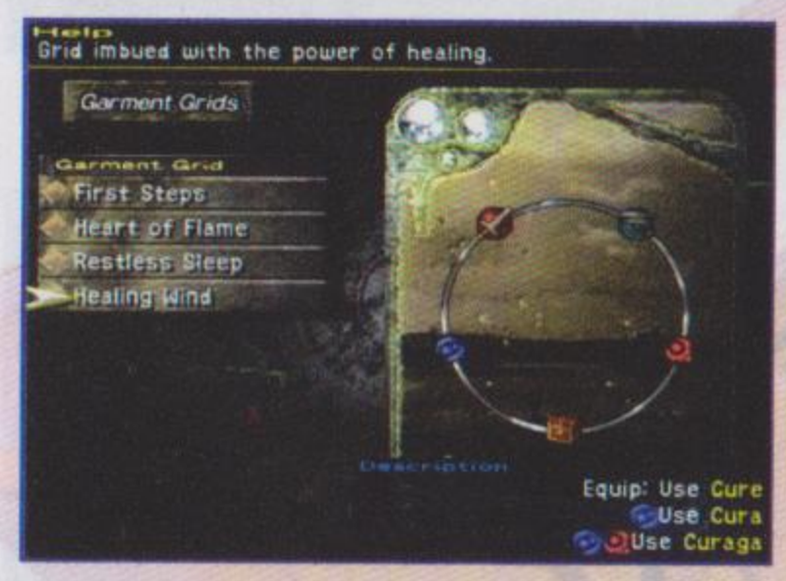
The percentage to the right of each dressphere name indicates the selected character's mastery of that dressphere's abilities. The command abilities and auto-abilities available upon equipping the selected dressphere are displayed on the right side of the screen.

Using the Gunner dressphere as an example, Attack and Trigger Happy are mastered from the start. Abilities that have already been mastered are designated with the Master graphic to their right.

Defeating enemies in battle and using abilities other than Attack earns a character AP. Once enough AP has been earned, the ability you chose will be mastered and available for use as a command ability.

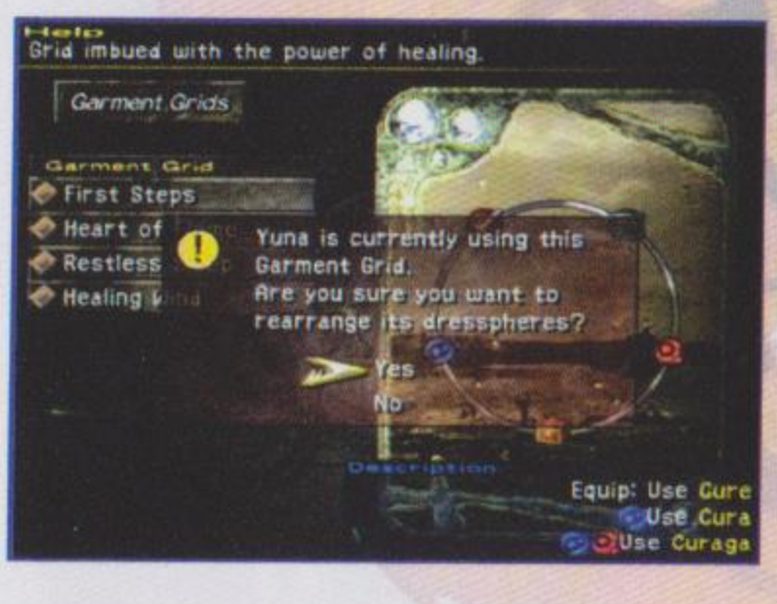
Garment Grids

The devices used to harness the power of the dresspheres are known as Garment Grids. During battle, a character can spherechange only to dresspheres placed on the Garment Grid with which she is currently equipped. For this reason, it's important to equip characters with Garment Grids that have been set with dresspheres before going into battle. Once in battle, neither a character's Garment Grid nor the dresspheres placed on it can be changed.



Characters can gain attribute bonuses and new abilities simply by having a Garment Grid equipped, or sometimes by passing through its gates during a spherechange. Gates are indicated on your Garment Grid as coloured icons other than your dresspheres. The bonuses for gates appear on the lower right of your Garment Grids screen. Abilities and bonuses gained by passing through gates expire at the end of battle.

Placing Dresspheres



Dresspheres must be placed on a Garment Grid in order to be used. To do so, first select a dressphere, then select the node on the Garment Grid where you would like to place it. If another dressphere is already on the node, it will be replaced with the newly selected dressphere. In the event that a dressphere that a character had equipped is removed from the Garment Grid, a new dressphere must be selected for that character.

Garment Grid Controls

Directional buttons/ left analog stick	Move cursor
⊗	Select or place dressphere
△	Remove dressphere
○	Done

Using Accessories

By equipping accessories, you can boost a character's HP, MP and attributes as well as augment the dressphere she uses in battle with additional command abilities. For example, wearing the Red Ring allows a character to cast the Black Magic spell "Fire" regardless of the dressphere she has equipped. Combine these bonuses with the powers of the Garment Grids mentioned earlier to build up an arsenal of abilities in no time.

A warrior can cast Thunder in battle, too!

Mini Games

Sphere Break

An innovative new coin game that has taken Spira by storm. Sphere Break may be a game, but it's also an investment. It is said that skilful play can earn one a fortune in gil.

You, too, can play Sphere Break in *FINAL FANTASY*® *X-2*. Certain story events may also lead to a Sphere Break tournament, featuring a magnificent prize! Learn the basics by reading the in-game tutorial. Good luck.

Gunner's Gauntlet

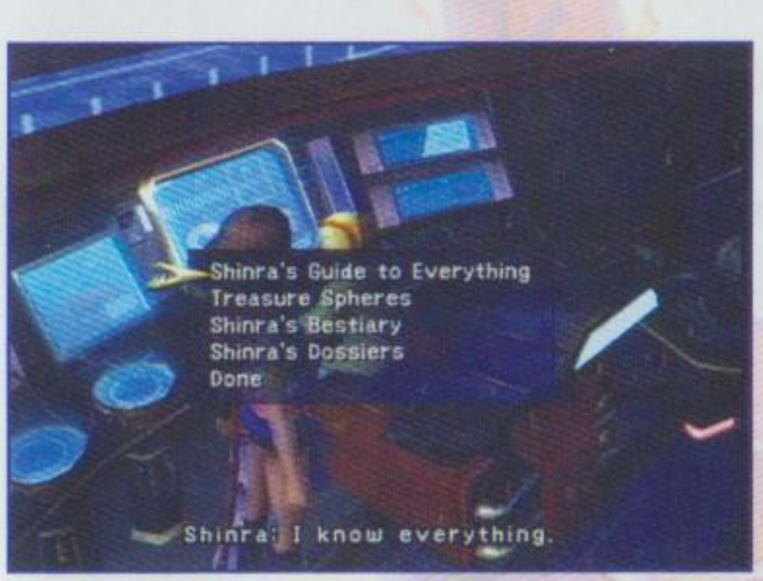
If you visit a certain area at the right time, you can test your strength and skill by running the Gunner's Gauntlet.

The Calm Lands

A number of attractions have appeared throughout the Calm Lands for your enjoyment.

Hints

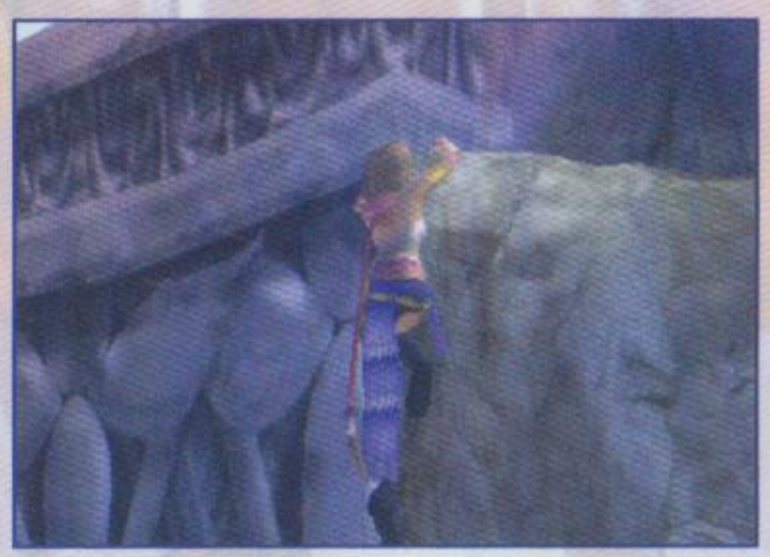
Talk To Shinra!



Help
Displaying profile.
Leblanc
Description
A sphere hunter and leader of the Leblanc Syndicate.
Could she be the sworn foe of the Dull-er, Gullwings?

Usually, talking to Shinra on the airship bridge will give you access to glossaries, tutorials and other useful information. You can also view data collected on monsters you've defeated and characters you've met.

Jumping And Climbing



You will need to use the "jump" and "climb" action commands to advance successfully through certain areas. In situations like this, holding down ◉ as you move will make it easier to progress. There is no need to time your button presses for each individual action.

Directing Magic At Groups

In *FINAL FANTASY*® *X-2*, some spells can be targeted at an entire group. To target all party members at once, press directional button ➡ when the cursor is in your party's HP window. To target all enemies at once, press directional button ⬅ when the cursor is positioned on the enemy list. Use these targeting skills to turn the tide of battle!

Credits

Producer: Yoshinori Kitase
Director: Motomu Toriyama
Main Programmers: Masaki Kobayashi (battle), Yukio Ishii (field)
Main Character Designer: Tetsuya Nomura
Art Director: Shintaro Takai
Real-time Graphics & 3D Map Director: Yoichi Kubo
Scenario: Kazushige Nojima, Daisuke Watanabe
Image Illustrator: Yoshitaka Amano
Music: Noriko Matsueda, Takahito Eguchi
Field Planning Director: Takayoshi Nakazato
Battle Planning Director: Takatsugu Nakazawa
Chief VFX Programmer: Yasunari Ohnishi
Menu Programmer: Tomonari Ohnishi
Real-time Programmer: Koji Sugimoto
Alternate Costume Designer: Tetsu Tsukamoto
Conceptual Art Director: Toshitaka Matsuda
Modelling Director: Hideo Kubota
Motion Director: Yoshiyuki Soma
Chief Menu Designer: Yoichi Machida
Movie Director: Kazuyuki Ikumori
Sound Programmer: Minoru Akao
Supervising Dialogue Editor: Teruaki Sugawara
Supervising Sound Editor: Chiharu Minekawa
Character Supervisor: Taiji Okusawa
Setup Supervisor: Kei Miyamoto
Lead Character Model Designer: Toshiaki Matsumura
Animation Supervisor: Kohichiro Shiratori
Motion Capture Supervisor: Masaharu Inoue
VFX Supervisors: Koji Tanaka, Yasuharu Yoshizawa
Lead Visual Designer: Eiji Fujii
Associate Producer: Hideki Imaizumi
Localisation Directors: Kazuyoshi Tashiro, Nobuko Kanaya
Theme Songs: Jade from Sweetbox

Movies

Character Supervisor Taiji Okusawa
Setup Supervisor: Kei Miyamoto
Lead Character Model Designer: Toshiaki Matsumura
Animation Supervisor: Kohichiro Shiratori
Motion Capture Supervisor: Masaharu Inoue
VFX Supervisors: Koji Tanaka, Yasuharu Yoshizawa
Lead Visual Designer: Eiji Fujii
Production Manager: Norimichi Kurosawa
Movie Supervisor: Hiroshi Kuwabara
Movie Producer: Satoshi Tsukamoto

Sound

Sound Tool Programmer: Satoshi Akamatsu
Movie Sound Editor: Eiji Nakamura
Sound Editor: Ryo Inakura
Game Sound Editors: Masami Abe, Masayuki Sato
Dialogue Editors: Kazuhiro Hosoe, Asako Suga
Synthesizer Programmer: Keiji Kawamori

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General Manager: Akihito Shoji

Localisation

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Localisation Supervisor: Ichiro Nonaka
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Localisation Specialists: Brian Gray, Joseph Reeder
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Sales & Marketing Producer: Shinji Hashimoto

General Producer: Yasuhiro Fukushima
Production Executives: Yoichi Wada, Keiji Honda
Executive Producer: Hironobu Sakaguchi

Voice Actors

Yuna: Hedy Burress
Rikku: Tara Strong
Paine: Gwendoline Yeo
Nooj: George Newbern
Baralai: Josh Gomez
Gippal: Rick Gomez
Brother/Trema: David Rasner
Buddy: Ogie Banks III
Shinra: Pamela Adlon
Barkeep/Hypello: John Demita
Leblanc: Masasa
Ormi: Sarge
Logos: Scott Bullock
Wakka/Kimahri: John Dimaggio
Lulu: Paula Tiso

Garik: Jack Fletcher
O'aka XXIII/Maechen: Dwight Shultz
Tobli/Lian: Rob Paulsen
Tromell: Cory Burton
Dona/Lucil: Candi Milo
Barthello: John Demita
Elma: Julia Fletcher
Clasko: Matt Miller
Beclem: Adam Paul
Yaibal: Scott Menville
Shelinda: Sherry Lynn
Rin: Tom Kenny
Nhadala: Daisy Tormé
Isaaru: Quinton Flynn
Maroda: Robbie Rist
Pacce: Candi Milo
Hana: Olivia Hack
Taro: Kath Soucie
Bayra/Donga: Phil Proctor
Pukutak: Grey Delisle
Fayth: Debby Derryberry
Cid: Michael McShane
Seymour: Alex Fernandez
Auron: Matt McKenzie
Braska/Benzo/Ayde: Dee Bradley Baker
Jecht: Gregg Berger
Incidental Characters: Jill Talley, Scott Mosenson, Roger Jackson
Lenne/Calli: Cree Summer

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Assistant Recording Engineers: Eric Lewis, Lisa Carlon
Technical Supervisor: Denny Densmore
Dialogue Editors: Elliot Anders, Terry Reiff
ADR Editors: Ernie Sheesley, Elliott Anders
Recording Studio: Studio E Productions (The Annex)
Studio Manager: Laura Lopez
Dialogue Editorial: Studio E Productions (The Annex)
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Line Producer Michael Hack
Voice Director/Casting Director Jack Fletcher

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Customer Service Information (For UK)

If you are having technical problems with any of our titles, please contact the Square Enix Information Centre and rest assured we will do all we can to rectify your problem as soon as we possibly can.

PHONE SUPPORT

Please call +44 (0)870 600 0182

Monday – Friday 09:00 – 18:00 (UK Time). Calls are charged at local rates within the UK. Please be aware that your call may be monitored for training purposes.

WEB SUPPORT

In the unfortunate event that you cannot use the Phone Support function, or would prefer to e-mail us, please contact the Square Enix Information Centre by visiting the website below and clicking on the support icon.

http://www.square-enix.com

Ubisoft à votre service... (For Belgium)

LE SERVICE CLIENTS : Vous éprouvez des difficultés à installer ou à lancer un logiciel de notre gamme ? Vous rencontrez un problème avec votre compte sur Ubi.com ? Une seule adresse :**www.support.ubi.com**

Vous y trouverez :

• Une foire aux questions (FAQ) régulièrement mise à jour, aidant à résoudre vos problèmes en quelques clics.
• Les dernières mises à jour (patches) de nos jeux en version téléchargeable.
• Les forums de nos jeux vous permettant d'échanger avec d'autres joueurs.
• Une interface permettant de soumettre votre question à nos techniciens.
• Une messagerie personnelle pour suivre la résolution de vos problèmes.

Vous pouvez également contacter nos techniciens au **0900/35.900** (0,50€/ mn) du lundi au vendredi 12h00 – 20h00.

LE SERVICE ASTUCES / SOLUCES :

Vous êtes perdu dans un jeu ? Vous avez besoin d'aide pour franchir un obstacle ? Vous recherchez des astuces pour progresser ?
Un seul numéro : **0.892.70.50.30** (0,34€/ mn)

Vous y trouverez :

• Toutes les astuces et soluces sur l'ensemble de notre catalogue.
• Un serveur vocal régulièrement mis à jour et disponible 24h/24 7j/7.
• La possibilité de parler en direct à nos spécialistes du lundi au vendredi 9h30-13h, 14h00-19h00.

Technische ondersteuning (For Netherlands)

Lees altijd goed de handleiding van je game. In deze handleiding staat belangrijke informatie over het product, hoe je het product opstart en de bediening ervan.
Het kan voorkomen dat je problemen hebt met de game. Dit betekent niet direct dat de game defect is.

1. Let op:

Ga zorgvuldig om met de disc, deze beschadigt snel (zoals krassen en vlekken). Schade veroorzaakt door de gebruiker na aankoop van de game is voor je eigen risico.
Beweeg de spelcomputer nooit als deze aan staat. Dit kan permanente schade opleveren aan de disc.

2. Hieronder vind je een kort overzicht van de meest voorkomende vragen en de mogelijke oplossingen voor spelcomputers die gebruik maken van een CD of DVD disc.

De disc wordt niet herkend door de CD/DVD speler
Controleer of er geen krassen of vlekken op de disc aanwezig zijn.
Ligt de disc in de CD/DVD speler met de bedrukking naar boven?

De disc is beschadigd tijdens het afspelen
Verplaats of beweeg nooit de spelcomputer terwijl deze aanstaat, hierdoor kan de disc permanent beschadigd worden. Deze schade valt niet onder de garantie van Ubisoft.

Het spel slaat de voortgang niet op
Heb je een memory card of voldoende opslagcapaciteit beschikbaar op de spelcomputer? Zonder deze kan je voortgang niet opgeslagen worden. Controleer of de memory card of het interne geheugen van de spelcomputer niet vol is.

Wanneer is een game defect?
Softwarematige fouten: dit is bekend bij de winkel waar je de game gekocht hebt of bij onze technische ondersteuning (zie verder bij punt 3).
Productiefouten: de disc is bijvoorbeeld op verschillende spelcomputers niet leesbaar maar heeft geen zichtbare beschadigingen.
Manco: ontbrekende inhoud van het product (bijv. handleiding en eventuele andere fysieke toevoegingen bij de game).

Indien je van mening bent dat de game defect is, neem dan altijd eerst contact op met de winkel waar je de game gekocht hebt. Het verkooppunt is verplicht je aankoop om te ruilen voor een nieuwe game binnen de door de winkel gestelde garantietermijn. Daarna kun je contact opnemen met de technische ondersteuning van Ubisoft.

3. Contact

Ubisoft heeft een aantal manieren om je te voorzien van informatie over hulp en technische ondersteuning. Eén van deze manieren is via onze Engelstalige website: **support.ubi.com.**
Op deze website is een grote database beschikbaar van vragen en antwoorden.

Je kunt ook telefonisch contact opnemen met de Nederlandse of Belgische technische ondersteuning. Als je contact met ons opneemt, wees dan zo specifiek mogelijk over het probleem.

Telefoonnummer Nederland: 0909-ubisoft (0909-8247638) (80 ecpm.)
Telefoonnummer België: 0900-35 900 (50 ecpm.)
Openingstijden: maandag tot en met vrijdag van 12:00 tot 20:00 uur.

Support (For Denmark)

WARNING : Applicable for both PC and Console Titles
UBISOFT HOTLINE STÅR TIL RÅDIGHED FOR DIG
TEKNISK SUPPORT
For at kunne servicere dig bedre tilbyder Ubisoft nu fuld ONLINE support for at løse dine spilproblemer hurtigt og effektivt.
Det eneste, du skal gøre, er at gå ind på **http://support.ubisoft.dk**

og besøge **Ubisofts Frequently Asked Questions** (ofte stillede spørgsmål) først!
Ved at besøge vores **FAQ** (OSS) database, kan du finde præcis de samme svar som du får ved at sende en e-mail eller ringe til vores support-medarbejdere. Denne service er gratis og tilgængelig døgnet rundt!

Hvis du af en eller anden årsag ikke finder svaret på dit spørgsmål, kan du klikke på **Ask a Question** (stil et spørgsmål)-linket i vores FAQ for at sende os en e-mail. Du bør sikre dig, at vi får alle relevante informationer om dit system og dit problem, så vi kan give dig det rigtige svar første gang.

Du skal sikre dig at du inkluderer alle informationer om dit system, dit problem og spillet, du spiller.

Hvis du ikke har adgang til e-mail, kan vores support medarbejdere hjælpe dig mandag til fredag fra klokken 11:00 til 20:00 på **Telefon:** 38320250 (normal takst). Vær venlig at være ved din computer og have den tændt når du ringer til Ubisofts support.

TIPS & TRICKS : Ubisoft Entertainment Nordic A/S tilbyder ikke tips og tricks til nogle af vores spil.

Support (For Finland)

WARNING : Applicable for both PC and Console Titles
UBISOFT HOTLINE KÄYTETTÄVISSÄSI
TEKNINEN TUKI
Jotta peleihin liittyvät ongelmat voitaisiin ratkaista nopeasti ja tehokkaasti, Ubisoft tarjoaa tuotteilleen täyden verkkotuen.
Mene osoitteeseen **http://support.ubisoft.se** ja valitse Ubisoft **Frequently Asked Questions** (Usein kysyttyä).

Kysymystietokannasta saat samat vastaukset kuin soittaessasi tekniseen tukeen tai lähettäessäsi sinne sähköpostia.
Tämä ilmainen verkkopalvelu on kuitenkin käytössäsi ympäri vuorokauden.
Jos jostain syystä et löydä vastausta kysymykseesi, voit lähettää sähköpostia tekniseen tukeen. Napsauta vain kysymystietokannassa linkkiä **Ask a Question** (Esitä kysymys). Jotta kysymykseesi voidaan vastata, sinun on ilmoitettava seuraavat tiedot kysymyksesi yhteydessä:

tietokoneesi kokoonpano
tarkka kuvaus ongelmasta
pelin nimi

Jos sinulla ei ole mahdollisuutta lähettää sähköpostia, voit myös soittaa tekniseen tukeen.
Teknisen tuen aukioloajat: ma–pe klo 12.00–21.00
Puhelinnumero: 09 6969 4189 (ppm)
Puhelu ohjautuu tekniseen tukeen, ja numerossa palvellaan joko englanniksi, ruotsiksi tai tanskaksi.

Ole soittaessasi tietokoneesi/järjestelmäsi äärellä.

PELIVINKIT Ubisoft Entertainment Nordic EI tarjoa palvelua, josta saa vinkkejä tai neuvoja pelien pelaamiseen.

Support (For Norway)

WARNING : Applicable for both PC and Console Titles
UBISOFT HOTLINE TIL DIN DISPOSISJON
TEKNISK SUPPORT
For å gi deg en bedre service, tilbyr nå Ubisoft full ONLINE support, i den hensikt å løse dine spillproblemer raskt og effektivt.
Gå først til URL **http://support.ubisoft.no** og besøk Ubisoft **Frequently Asked Questions**

Ved å besøke vår FAQ-database, kan du finne nøyaktig de samme svar som er tilgjengelig for deg ved å ringe eller sende e-mail til våre supportarbeidere. Denne tjenesten er gratis og tilgjengelig døgnet rundt!

Hvis du tilfeldigvis ikke finner svaret på ditt spørsmål, kan du klikke på linken Ask a Question i FAQ for å sende oss en e-mail. Vennligst send all viktig informasjon om ditt system og ditt problem så vi kan svare korrekt med en gang.

Forsikre deg om at du sender all viktig informasjon om ditt system, ditt problem og hvilket spill det gjelder.
Hvis du ikke har tilgang til e-mail, vil våre supportarbeidere kunne hjelpe deg mandag til fredag fra 11:00 til 20:00. **Telefon: 22 15 43 40** (normal takst). Vennligst vær i nærheten av ditt system og ha det klart til bruk når du ringer Ubisoft for support.

HINT & TIPS Ubisoft Entertainment Nordic A/S tilbyr ikke hint og tips for noen av våre spill.

Support (For Sweden)

WARNING : Applicable for both PC and Console Titles
UBISOFT HOTLINE TILL ER TJÄNST
TEKNISK SUPPORT
För att kunna ge dig bästa möjliga service erbjuder Ubisoft nu full ONLINE support så att vi kan lösa dina spelproblem snabbt och effektivt.

Gå helt enkelt in på URL **http://support.ubisoft.se** och besök Ubisofts **Frequently Asked Questions** först!

Genom att besöka vår FAQ-databas kan du ta fram samma svar som du får om du ringer eller e-postar till vår supporttekniker. Denna tjänst är gratis och tillgänglig dygnet runt.

Om du mot förmodan inte hittar svar på dina frågor kan du klicka på **Ask a Question** (Ställ en Fråga) länken i FAQ'en för att skicka oss ett e-brev med all relevant information gällande din dator och ditt problem så att vi kan återkomma med ett detaljerat svar.

Se till att du inkluderar all information om din dator, ditt problem och spelet det gäller.

Om du inte har tillgång till e-post når du vår supporttekniker måndag-fredag mellan kl. 11 och 20 på **nummer 08-704 96 90.** Samtalet debiteras inrikestaxa. Var vid datorn när du ringer Ubisofts support.

FUSK & TIPS Ubisoft Entertainment Nordic A/S erbjuder inte fusk eller speltips för några av våra spel.

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GOODIE BAGS

GAME CODE:
COBANACO-7550

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Customer Services Numbers

• Australia — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

SLES-51815

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